



## CHESHIRE WOMEN'S CRICKET LEAGUE

Match Regulations for the 2022 League Championship Division Four

### **Structure**

The teams in Division 4 will play each other on a home and away basis.

Matches will be played as 20 overs per side, unless the two clubs mutually agree to extend this to 30 overs per side.

There shall be no automatic promotion to Division Three for the following season, however all Division Four clubs will be entitled to apply to the League Committee to be considered for promotion in the following season.

### **Match Rules**

#### **(Applicable to all matches)**

The captain of each team must nominate her team in writing before the toss using an official ECB team sheet. Only players from the Under 13 age group (school year 8) and above should be selected.

Teams are encouraged to bowl at an average of 15 / 17 overs per hour. The umpires will be asked to remind captains of their over rate after each 60-minute period.

At the conclusion of the first innings, the home club will take instruction from the side batting second as to what requirements they have for the wicket. For example, rolling (max. seven mins), re-marking or sweeping.

Normal cricket rules will apply to the first two wides and/or no balls in any over. Except in the final over of an innings, any further wides and/or no balls in an over will still be called as such by the umpire but will count as one of the six balls in that over. Such deliveries will be scored as one run, plus any additional runs scored off that delivery as per the Laws. In the final over of the innings, normal cricket rules shall apply to all no balls and wides, with none of these deliveries counting as one of the six balls in the over.

*(Note: this means that in a league match no more than eight deliveries will ever be bowled in any one over, other than the final over of an innings)*

All full pitched balls bowled over waist height, based on the striker standing in an upright position on the popping crease are to be called as a 'no ball'. For any such delivery judged to pose a danger to the batsman, the procedure of first warning, final warning and suspension from bowling in the rest of the innings shall apply.

*(Note: this is a relaxation of the Laws of Cricket, in that the League will still use a first warning before a final warning is given on the second such occasion, and the bowler only suspended for a third transgression.)*

Any batsman who retires voluntarily will have the automatic right to return at the fall of a wicket, but only once there are no other batsmen left to come in.

All matches scheduled for weekday evenings will use a pink ball throughout the match. In other matches, a pink ball may be used as an alternative to the traditional red ball by prior agreement of the clubs involved in the match. Where a match is played with a pink ball, this will allow teams to wear coloured clothing should they wish to. However, if teams avail themselves of this option, the entire team must wear either the same coloured shirt, or the same coloured shirt and trousers. If this is not possible, then the entire team must wear traditional white cricket clothing.

**(Applicable to matches scheduled as 30 overs per side only)**

The normal start time for league matches will be 1.30pm on a Sunday, although this start time can be altered with the prior agreement of both clubs playing in the match.

One drinks break is allowed per innings at the halfway point of the innings and should last no more than 10 minutes.

The tea interval of 35 minutes will normally be taken at the conclusion of the first innings. By agreement of both captains, the tea interval can be foregone in case of an early finish to the first innings or can take place before the start of play in case of a delayed start due to weather conditions or can take place during an interruption to the first innings.

No bowler may bowl more than eight overs in an innings. If the number of overs in the innings is reduced prior to or during the innings due to weather conditions, then this maximum overs per bowler will be reduced to one-quarter of the overs now available (rounded up to the next whole number if not a whole number).

The ECB Fast Bowling Directive shall apply as regards the number of overs a young bowler can bowl in one spell.

**(Applicable to matches scheduled as 20 overs per side only)**

The normal start time for league matches will be 6.30pm on a weekday, although this start time can be altered with the prior agreement of both clubs playing in the match.

No bowler may bowl more than five overs in an innings. If the number of overs in the innings is reduced prior to or during the innings due to weather conditions, then this maximum overs per bowler will be reduced to one-quarter of the overs now available (rounded up to the next whole number if not a whole number).

## **Points**

### **(Applicable to all matches)**

For a win 25 points, with no bonus points in any circumstances. Except in certain circumstances in weather affected games, as described below in the section 'Loss of Playing Time Due To Adverse Weather or Ground Conditions', the side scoring the most runs will be the winners.

For a tie (all matches where final scores are level), 15 points each, with no bonus points in any circumstances

8 points each for matches cancelled due to bad weather conditions, and which are not re-arranged according to the terms set out below under 'Postponed/Cancelled Matches'. A cancelled match shall be a match where no play at all is possible. If it is likely that poor ground conditions will prevent the match from taking place, then the home team must give the away team at least two hours notification wherever possible.

8 points each plus accrued bonus points at the time of the abandonment for matches abandoned due to bad weather conditions.

Bowling points – One point will be awarded at the fall of the first wicket and then at the fall of the third, fifth, seventh and ninth wickets (max. five bowling points). In the event that the batting side does not field 11 batsmen, or batsmen retire hurt, then the bowling side will be awarded five bowling points if they take all available wickets. Teams will not be entitled to bowling bonus points for batsmen recorded as Retired Out, i.e., those who retire voluntarily.

### **(Applicable to matches scheduled as 30 overs per side only)**

Batting points for losing teams will be awarded when the side has scored 60 runs, and then every 15 runs up to a maximum of 120 runs (max five batting points).

Batting bonus points for teams in weather-curtailed matches will be awarded for scoring at 2, 2.5, 3, 3.5 and 4 runs per over.

*(Note: if teams are bowled out points will be based on the number of overs they could have batted for, so being bowled out for 56 in 14 overs in a 15 over match does not give maximum batting points)*

### **(Applicable to matches scheduled as 20 overs per side only)**

Batting points for losing teams will be awarded when the side has scored 40 runs, and then every 10 runs up to a maximum of 80 runs (max five batting points).

Batting bonus points for teams in abandoned matches will be awarded for scoring at 2, 2.5, 3, 3.5 and 4 runs per over.

*(Note: if teams are bowled out points will be based on the number of overs they could have batted for, so being bowled out for 56 in 14 overs in a 15 over match does not give maximum batting points)*

### **Loss of Playing Time Due To Adverse Weather or Ground Conditions**

#### **(Applicable to all matches)**

Wherever possible the two teams shall have the opportunity of batting for the same number of overs. If the side batting second is unable to complete the same number of overs as the side batting first due to the amount of time lost, then the first innings will be deemed closed prior to the resumption of play and the team batting second will be entitled to bat for all remaining overs. In these circumstances, the team with the higher run rate over the game will be the winners. The run rate for any team bowled out in less than their allotted allocation will be calculated as if they had scored the same number of runs in their full allocation of overs.

*(Example Note: Team A is bowled out for 90 in 28 of the available 30 overs. After a delay, Team B have only 20 overs batting available. Team A's run rate is 3, as they had 30 overs available and scored 90. Team B thus need to exceed 3 runs per over in their available overs to win the match.)*

In case of an equal run rate, the match will be a tie.

#### **(Applicable to matches scheduled as 30 overs per side only)**

In the event that play cannot take place at any stage of the match due to adverse weather or ground conditions, then there will be no reduction in the length of the match for the first 30 minutes of the delay. Once the delay has reached 30 minutes, or the total of all the delays and interruptions in the match has reached 30 minutes, then all further delays and interruptions in the match will result in a deduction from the overs to be bowled as follows.

If a match starts later than the scheduled start time due to adverse weather or ground conditions, then the total number of overs shall be reduced by one per innings for every completed period of seven minutes lost, over and above the 30 minutes allowance described above. The maximum number of overs lost cannot exceed 30 in total.

If time is lost during the course of the match due to adverse weather or ground conditions, then for every further seven minutes lost, again discounting the 30 minutes allowance described above, the total game will be reduced by a further two overs. The minimum number of overs that will constitute a game will be 30 overs, with each team having the opportunity of receiving 15 overs each.

*(Example Note: start delayed by ground conditions to 2.30pm. Length of delay is 60 minutes, which after deducting the 30 minutes allowance, gives 30 minutes of lost playing time, or four complete periods of seven minutes. Match is reduced by four overs per side and a 26 overs per side game commences at 2.30pm. An interruption*

*due to rain takes place at 3.00pm and lasts 15 minutes. Two complete periods of seven minutes have been lost, so the match is reduced by a further two overs per side, so the game resumes at 3.15 pm as a 24 overs per side game)*

*(Example Note: play starts on time at 1.30pm. Interruption due to rain takes place at 3.00pm and lasts 20 minutes. Match restarts, still as a 30 overs per side match at 3.20pm. Rain again interrupts play at 4.15pm, during the second innings of the match, and the interruption lasts 30 minutes. 20 minutes delay occurred earlier, so no overs are lost for the first 10 minutes of this interruption. The remaining 20 minutes of the second interruption result in a deduction of four overs as this comprises two full periods of seven minutes. The match resumes at 4.45pm with the second innings restricted to 26 overs.)*

Both sides must have the opportunity of receiving 15 overs batting for there to be a result.

*(Example Note: First innings completed as a 30 over innings, resumption after tea then delayed by 40 minutes. One complete period of seven minutes lost, so two overs deducted from the total available, and the side batting second commences a 28 over innings. Further interruption lasting 25 minutes later occurs, corresponding to three complete periods of seven minutes, so innings recommences as 22 overs, with result to be decided on higher run rate)*

The latest start time of a league game, based on a scheduled 1.30pm start, is 3.45pm. If it is decided to take the tea interval during the lost period of time, then the latest start time will be 4.20pm. The 35 minutes for a tea interval should not be counted as lost playing time.

**(Applicable to matches scheduled as 20 overs per side only)**

Where the start is delayed, the match will commence as an equal overs per side game. This number of overs shall be reduced from 20 to a minimum of 10 if the umpires believe that a 20 overs per side game is no longer feasible in the remaining time.

Wherever possible the two teams shall have the opportunity of batting for the same number of overs. If an interruption in play occurs after the commencement of the match, and it is deemed by the umpires that the side batting second is unable to complete the same number of overs as the side batting first due to the amount of time lost, then the first innings will be deemed closed prior to the resumption of play and the team batting second will be entitled to bat for all remaining overs.

Both sides must have the opportunity of receiving 10 overs batting for there to be a result

**Postponed/Cancelled Matches**

The matches to be played in this competition will be scheduled for specified dates during the season as chosen by the Fixture Secretary.

Once a date has been chosen, it can be altered if the match is cancelled on the original date due to weather conditions, if the ground of the home team becomes unavailable on the chosen date, or by mutual consent of the two teams involved. If cancelled matches are not re-arranged, or if no play is again possible on a re-arranged date, the result will be recorded as Cancelled.

Home clubs seeking to call off a fixture before the umpires arrive at the ground must obtain the express consent of the away team in order to do so. If the away team's representatives cannot be contacted, the home team must assume the match is still on.

The Fixture Secretary must be informed promptly of any re-arranged fixture.

### **Additional Rules**

The minimum number of players that constitutes a game is seven players per side. Teams may 'lend' players to the opposition side to make their numbers up to 11, and any such players may play a full part in the match.

With the prior agreement of the opposing captain, teams may nominate 12 players in their team for the match, but in these circumstances only 11 players may field and only 11 may bat.

If a match does not take place on the scheduled date because players from one or both teams are required to self-isolate due to Covid-19, it should be re-arranged if possible. If this is not possible, then the points the teams shall receive for that fixture will be their average points from their completed fixtures during the remainder of the season.

If a side is unable to fulfil a fixture for any other reason, then the following points will be applied for the match:

10 points will be deducted from the team that forfeits the match  
25 points will be awarded to the opposition.

### **Umpires & Scorers**

Each side will be expected to provide a competent scorer and umpire for all Championship matches

If a team is unable to provide either or both of the above, then the opposition will be asked if they can help provide the people

Players taking part in the match can umpire or score with the approval of the opposition captain.

## **Results**

Clubs must post a full scorecard on Play Cricket for each of their home matches within five days of the match. This includes a requirement for the home team to input details of both innings and the names of the players on both sides. The away team is then expected to check the accuracy and completeness of the scorecard.

## **Trophies**

A Championship Trophy will be awarded to the winner of the division, which shall be the team with the highest number of points.

If two or more teams finish equal on points then the following criteria will be applied, in the following order:

- The team with the higher number of wins over the season in all league matches;

if still level

- The team with the fewer number of losses over the season in all league matches

if still level

- The team with the highest points gained in the matches between the sides tied on average points

if still level

- The team with the higher net run rate.

*(Note: Net run rate is the team's scoring rate per over across all their matches minus the scoring rate per over of their opponents)*

## **Player Eligibility**

As a general principle a player may not play for a club in a League match if they have already played for another club in the League during the same season.

The exceptions to this are:

- 1) if a player has completed a transfer and registered this with the League Committee (a player may only be permitted to transfer once between clubs in a season)

*(Note: a player wishing to represent a different club in the CWCL's cup competitions from that which they represent in the league must register their intentions with the League Committee prior to playing their first match of the season for the second club they wish to represent).*

- 2) The Player Loan system is used.

- Teams in division three may field loan players in any match in this division where a team in division three (known as the 'parent club') has agreed to loan one or more of their players. No loans are permitted between division four teams
- Teams in division four may field loan players in any match in this division where a team in division one or two has agreed to loan one or more of their players, and where the player (s) in question are not members of their parent club's first choice 11
- Players may not make more than three loan appearances for the same club during the same season
- Players who in the current season have played at the following levels cannot participate in the Player Loan System: a senior County team; levels higher than senior county cricket; senior state/provincial cricket, or the equivalent top tier of the domestic structure in another country
- Teams may not field more than five loan players in any one match, and at least 50% of their line-up must be their own players in order for the match to take place.
- The parent club can recall a loan player up until 7pm on the day prior to the match.
- Details of player loans must be notified to the Results Secretary prior to the match.
- Division two clubs are encouraged to use the Loan System for developing players rather than established players.

Players who have played senior county cricket in the same season cannot appear in a club's 2<sup>nd</sup> XI.

When a club's 1<sup>st</sup> XI and 2<sup>nd</sup> XI have a match on the same day, the 1<sup>st</sup> XI must field 11 players.

### **Spirit of the Game**

The Committee reserve the right to take whatever action is considered appropriate against any player or team who do not act in the spirit of these regulations or the Laws of the game.